PlayStation®

NTSC U/C

PlayStation®

EVERYONE

CONTENT RATED BY ESRB

SLUS-01267

INSPECTOR GADGET®

GADGET'S CRAZY MAZE

LSP light&shadow production

The Incredible World of DIC®

Ubi Soft

www.ubisoft.com

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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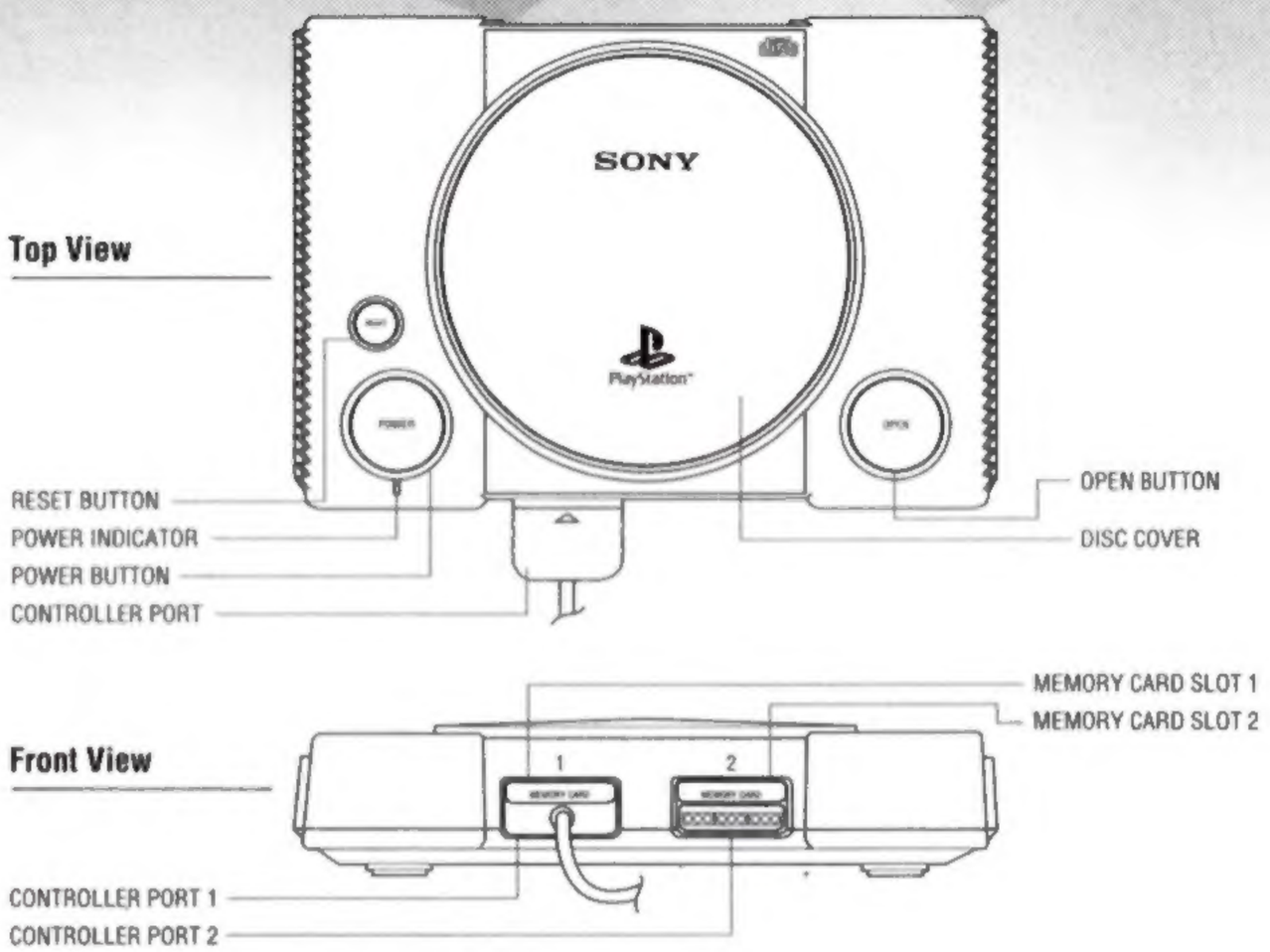
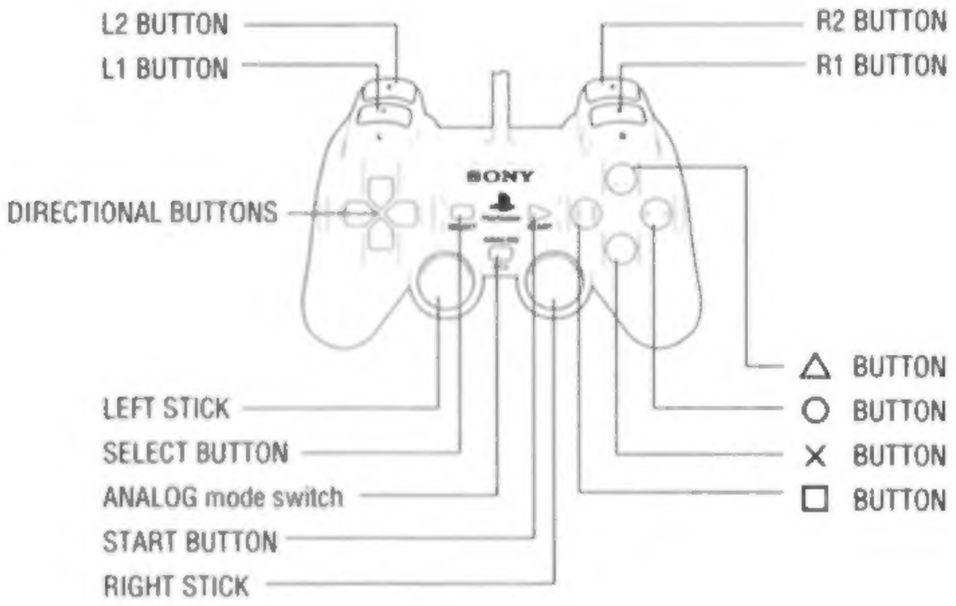
SETTING UP:

Set up your Console according to the instructions in the Instruction Manual. Insert the INSPECTOR GADGET™ disc and close the disc cover. Turn the Console ON at the POWER button. Do not insert or remove peripherals or MEMORY CARDs once the power is turned on. If you want to be able to save the game then make sure that there is a free block on your MEMORY CARD before commencing play.

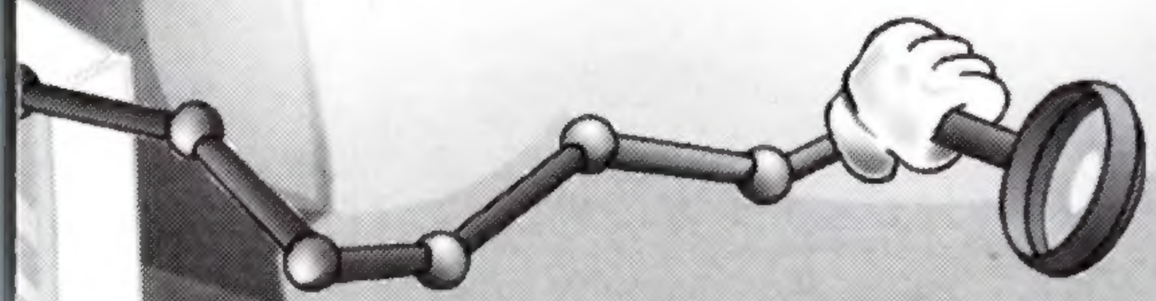


CONTROLS:

If you are using an (DUALSHOCK™) Analog Controller, this game can be played using the directional buttons or the left stick. When using the left stick, ensure the ANALOG mode switch is on (the LED will light up Red). PLEASE NOTE: The vibration function of the (DUALSHOCK™) Analog Controller is supported in this game.



In case you unplug a controller or Multi Tap that is currently used during the game, a controller status display pops up and shows controllers and Multi Taps that are needed to continue playing in red. After you have plugged in the missing components, press the START button to enter the pause menu, and then select the continue item to return to the game.



1. MULTI TAP

CAUTION!

When using the Multi Tap, at least one controller must be connected to controller port 1-A or port 2-A! If you want to use a MEMORY CARD for saving, and the Multi Tap is plugged into controller port 1, you need to plug the MEMORY CARD into port 1-A of the Multi Tap.

2. DIRECTIONAL BUTTONS - MOVEMENT:

In this manual, ▲, ▼, ◀, ▶, are used to denote the direction of both the directional buttons and the left stick. These are the default controls. You can reconfigure the controls of the left stick of the Analog Controller (DUALSHOCK) to your preferred settings via the DUALSHOCK option in the OPTIONS menu.

3. BASIC ACTIONS:

✖ BUTTON:

- **Activates collected gadget or otherwise makes a character kick.**

START BUTTON - PAUSE:

- **Pauses the game and opens up the PAUSE menu (see page 4 for more information).**

R1 BUTTON:

- **Press and hold to see your score in the multiplayer match.**

4. MOVEMENT:

Use the directional buttons to go where you want. To pick up a gadget, just walk over it.

IN GAME MENUS:

MAIN MENU

Press the ✖ button to select:

START GAME: Begin an adventure.

OPTIONS: Reconfigure your game using a selection of options.

SCORES: Shows the top ten scores in singleplayer and cooperative multiplayer mode.

CREDITS: Lists all the people involved in the development of the game.

LOAD GAME: Load a saved game.

1. START GAME

Press the ✖ button to select:

TRAINING:

In these easy levels, you can learn how to dissolve crystals, how to use gadgets, and how to deal with MAD agents.

SINGLEPLAYER:

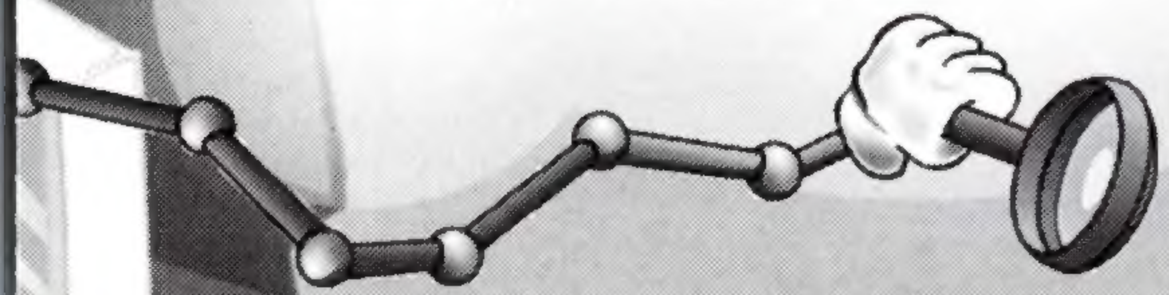
Starts a single player game. If you have completed one or more levels before, you will be presented with a level selection screen.

COOPERATIVE MULTIPLAYER:

Starts a cooperative multiplayer game. In this mode, you need one or more friends to solve the levels. If you have completed one or more levels before, you will be presented with a level selection screen. Be careful, you can easily knock out your friends by kicking a crystal in their direction when they are too close. In this mode, you and your friends have a common score.

MULTIPLAYER MATCH:

Starts a multiplayer match, in which two or more players can play against each other. When a player dissolves crystals, they turn into either coins or gadgets which can be used by every player (just walk over them to pick them up). When someone gets knocked down, he loses a heart. The player can collect the heart again after he has respawned – if it did not get collected by the other players.

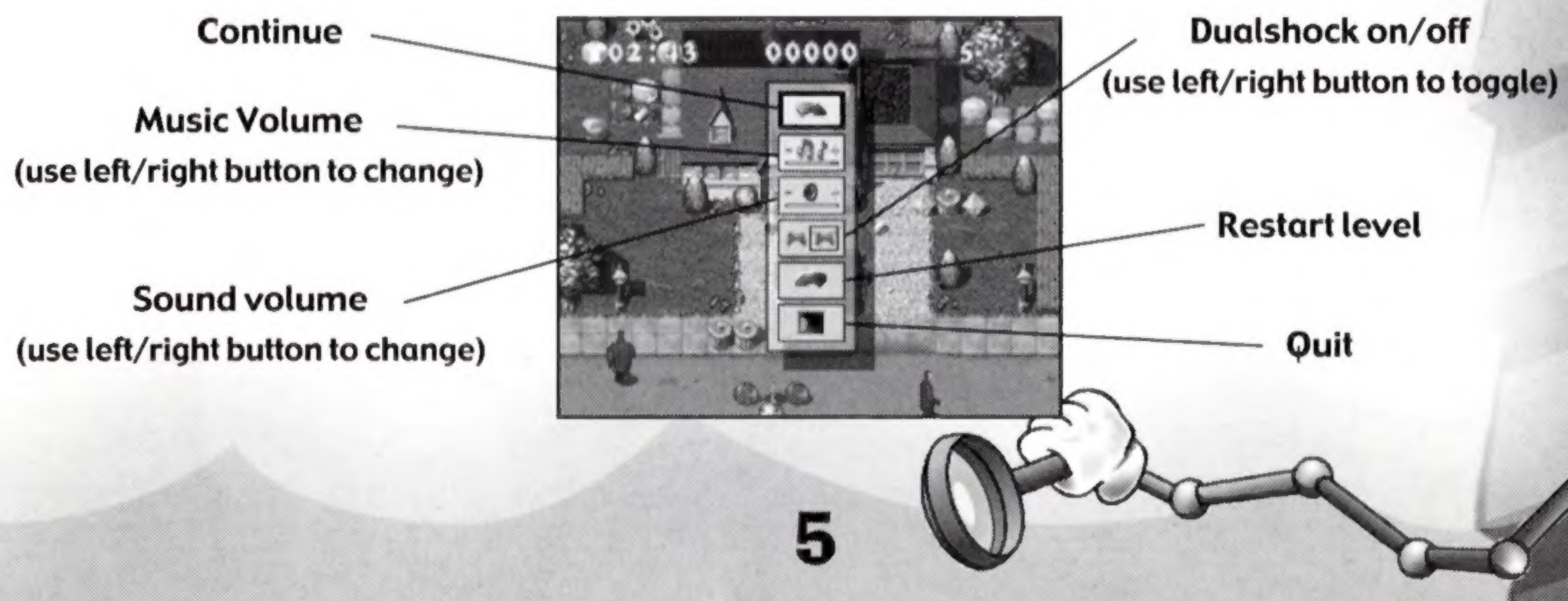


When a player loses all his hearts (you have three hearts when you start), he turns into a ghost. As a ghost you are slow, but you can walk everywhere and you can frighten other players, which makes them lose control over their character for a short time. As soon as you collect a heart flying around, you will turn into your normal character again. The player who has the highest score after five minutes wins. The crystals that have been dissolved appear again at their original positions – be sure not to stand on such a starting point at the wrong time. You can avoid this by watching for a blinking shadow that signals where a crystal is about to land. In case you get stuck or a crystal prevents you from combining other crystals, you can destroy crystals by kicking them ten times in a row. You can knock out your opponents by kicking a crystal in their direction when they are within reach.

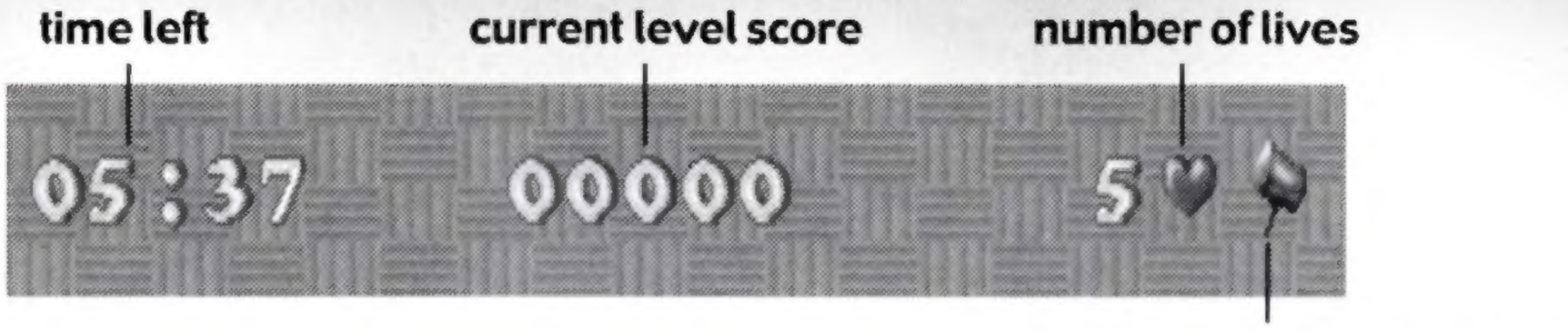
2. OPTIONS MENU

DIFFICULTY	Press ◂ , ▸ , to move the slider and increase/decrease the level of difficulty : easy, normal, hard. The higher the level of difficulty, the higher score you can achieve.
VIBRATION	When activated, the analog controller (VIBRATION) rumbles on certain actions. Make sure you install this feature if you want to use it.
SOUND VOLUME	Press ◂ , ▸ , to move the slider and increase/decrease the level of the volume of the sound effects.
SFX VOLUME	Press ◂ , ▸ , to move the slider and increase/decrease the level of the volume of music.
STEREO	Press ◂ , ▸ , to move the slider and activate/deactivate the stereo.

PAUSE MENU



STATUS LINE



MEMORY CARDS - SAVING AND LOADING

After being knocked down too often or finishing the game, you will be asked whether you want to save the scores to MEMORY CARD. This will also save up to the level you have played so far, so that you do not have to play all the previous levels again, in case you did not finish the level successfully.

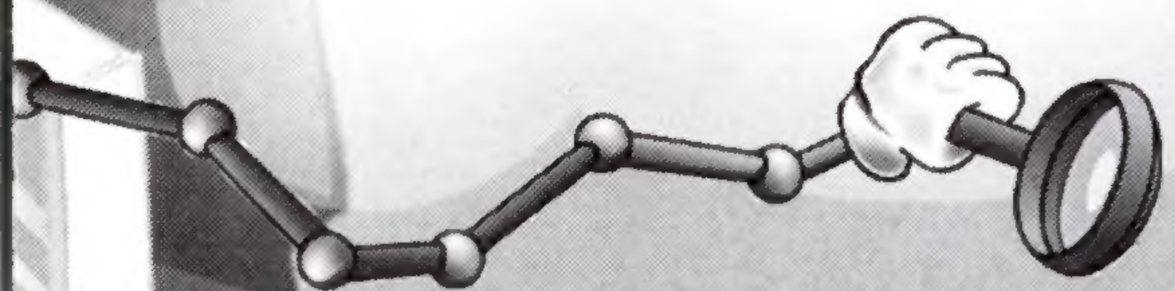
When you save a level this way, you can easily select any level up to the one you played last, just be sure that you have the MEMORY CARD that was used for saving in MEMORY CARD slot 1 when you start Inspector Gadget.

You will then be presented with a level selection screen each time you start a game. Use the directional buttons to select the level you want to play, and press the X button to start that level.

Note that you cannot load or save the exact status of the current level, you can only save up to the level you have played so far.

MISSION

In his quest for power, the evil Doctor CLAW tries to reach for total world domination. To achieve this, he produces mind crystals in his space station, and sends them to earth where they fall from the sky. These mind crystals turn everybody who stands near them for too long into mindless slaves.



Your mission is to dissolve all of Doctor CLAW's mind crystals in five different scenarios before they turn everyone into one of Doctor CLAW's mindless slaves. If Doctor CLAW manages to kidnap Penny and Brain, you have to make your way to their jail cell and free them before the crystals take effect on their minds.

In this case, your main goal is not to dissolve the crystals, but to free your friends as quickly as possible.

Doctor CLAW has employed many MAD agents to defend his precious mind crystals. The blue MAD agents are quite stupid as opposed to the red spies who can quickly find you. But be warned, sometimes the red spies are disguised as blue MAD agents or other characters...

The crystals can be dissolved by combining rows of at least three crystals of the same colour. The multicoloured crystals work as jokers : they can be combined with all the other colours to make rows of crystals to dissolve. The more crystals you dissolve at the same time, and the more time remains after finishing a level, the more points you get.

In each level, you have a certain amount of time to dissolve the mind crystals before they take effect and you lose that level. With each dissolved crystal, this time extends a bit, because less crystals have less influence, and thus it takes longer for them to take effect.

POINTS

In all modes, the dissolved crystals turn into coins that give you points.

- Bronze coin- 1 point.
- Silver coin- 10 points. Dissolve 4 crystals at the same time to get these.
- Gold coin- 50 points. Dissolve 5 or more crystals at the same time to get these.

You will get an extra life every 500 points:

- 200 points in easy mode.
- 300 points in normal mode.
- 500 points in hard mode.

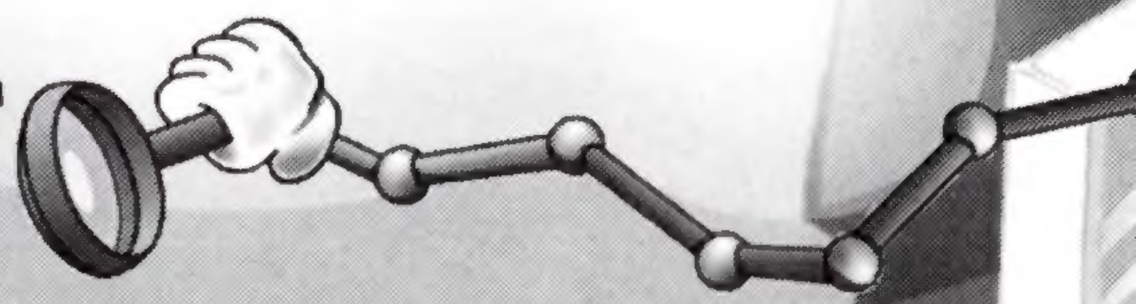
Singleplayer and cooperative multiplayer modes:

After finishing a level, the remaining seconds count as follows:

- Difficulty "easy": 10 seconds=1 point.
- Difficulty "normal": 2 seconds=1 point.
- Difficulty "hard": 1 seconds=10 points.

Multiplayer mode:

- Heart- 7 points. The heart appears only in multiplayer mode when someone gets knocked down.



CHARACTERS

INSPECTOR GADGET

He must save the world from Doctor CLAW and his agents. He is the only character you can control in singleplayer mode.

PENNY

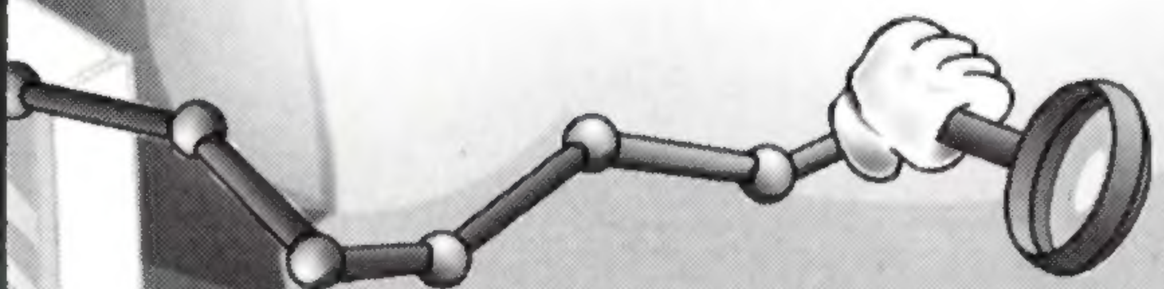
Inspector Gadget's niece.

CHIEF QUIMBY

Inspector Gadget's boss.

BRAIN

Penny's dog.



All opponents will knock you down when they bump into you or vice versa.

MAD AGENT

This type of agent is quite stupid. They just run around until they bump into you.

The only place where they seem to wake up is the mono rail, where they are trying to take hold of you by throwing a net towards you.

CLOWN

In the circus, the spy is disguised as a clown.

SPY

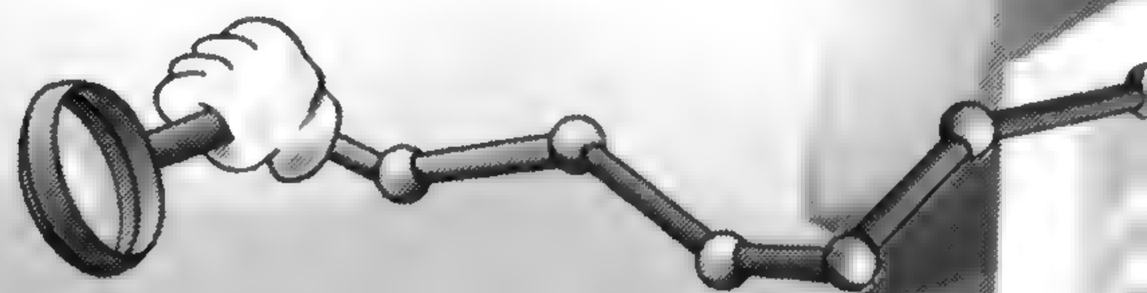
The spy is more intelligent and as soon as he has found a way to you, he will start running in your direction.

Sometimes, the spy is disguised as a normal MAD agent, so do not only watch the clothes of your opponents, but their behaviour, too.

CAT

In the haunted house, there is a hungry cat, which hunts for everything that looks edible – this includes you!

Be careful, this cat is fast!



GADGETS

Inspector Gadget can make use of some gadgets, which help him to fulfil his task.

HAMMER-HAT

With the hammer-hat, Inspector Gadget can knock out the MAD agents before they knock him out. The hammer-hat can be used five times before it is used up.

Press the X button to activate.

PROPELLER-HAT

This hat lets Inspector Gadget fly for a short time.

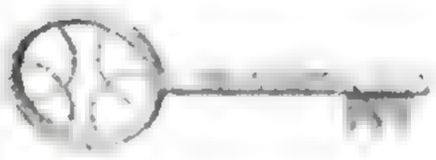
Use the X button to land. Do not land on any obstacle or you will crash. Be sure not to run out of fuel (indicated by a small bar beneath Inspector Gadget), as this will also cause you to crash.

ROLLER SKATES

These greatly speed up Inspector Gadget's movement, but are also difficult to handle.

Press the X button to remove them.

Sometimes, Inspector Gadget encounters one of the following items:

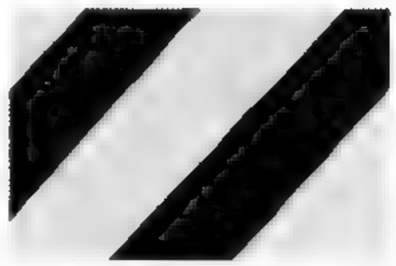


KEY

With a key, Inspector Gadget can open locked doors by walking up to them, and pressing the X button.

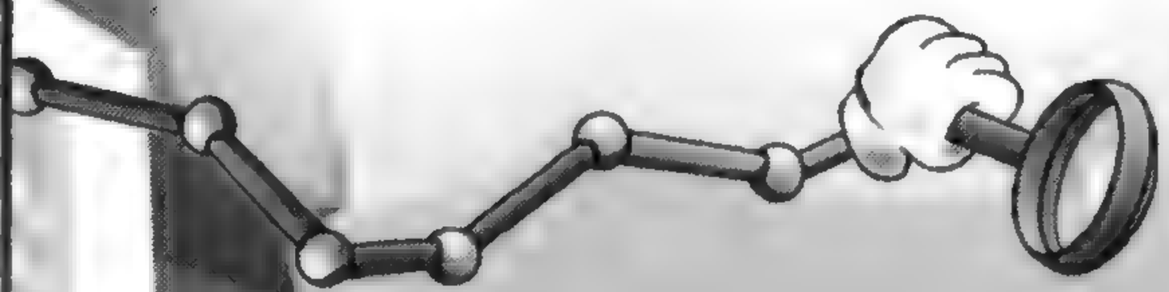
CHECK POINT

If Inspector Gadget walks over the G Tils next to a check point he will reappear there after he has lost a life.



TRIGGER

Triggers are for opening doors you cannot open with a key. They are also used for many other things Inspector Gadget has yet to find out.



Credits

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Producer for VME	Christoph Winkler
Concept & Idea	Christoph Winkler Markus Friederich Marc Kamradt
Based on an idea by	Mazyko-san Y Tyurofu-san
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Tools	Sven Herrmann Peter Navrodt
Leveldesign	Marc-Jano Knopp Matthias Siedlaczek
Graphics	Scot Wardlaw Markus Friederich Ralf Rendelmann Ralf Hietel
Music	Fabian Del Priore
QA	Josh Mosler
Special Thanks	Chris Hülsbeck Frank Matzke Clement Merville Peter Thierolf

LSP

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Marketing Director	Alberic Guigou
Brand Manager	Karine Goethals
Lead Artist	Marianne Pujol
Product Manager	Cecile Lamaure
Development Director	Gerald Bonnet
Special Thanks to	Senior VP : Jean-Claude Goulon Camus

UBI SOFT

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European Development Manager	Fabrice Pierre-Elien
Producer	Claire Donnay-Favennec Fabrice Cambounet
Lead Designer	Marc Blondeau

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Worldwide QA Manager	Eric Tremblay
Tests	Enzyme
Lead Tester	Fred Brown Althot

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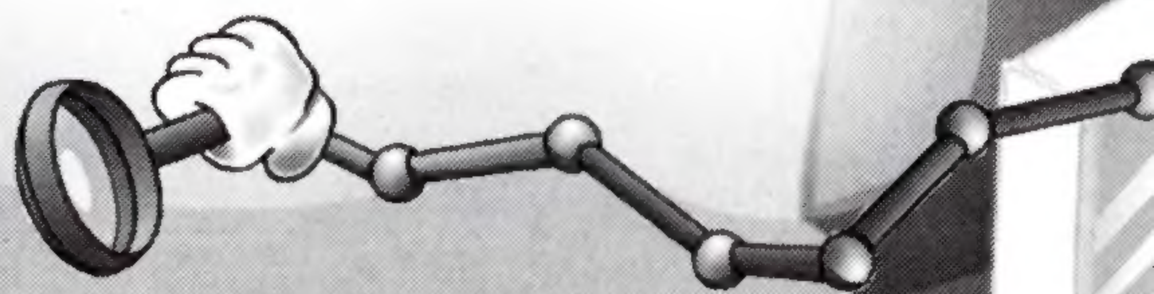
Localisation Project Manager	Jean-Sébastien Ferey

LOCALIZATION TEAM

Localization Manager	Glòria Puig
Localizaton Manager Assistant	Bárbara Carazo

PRODUCT MANAGER Xavier Fouilleux



Technical support and warranty

Before contacting Ubi Soft Technical Support, please carefully read through this manual. Also, help is available online at http://www.ubisoft.com/support. If you are unable to find an answer to your question using the website or the manual, please contact us via one of the following methods:

CONTACT US OVER THE INTERNET:

http://www.ubisoft.com/support

This site takes you to the Ubi Soft Solution Center. Here you can browse our FAQ listings, or search the solution database for the most recently updated information since the game's release. or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

CONTACT US BY E-MAIL:

For fastest response via e-mail, please visit our website at: http://www.ubisoft.com/support

From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at: support@ubisoft.com.

It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

CONTACT US BY PHONE:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are at the game. Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 9 pm (Eastern Standard Time), excluding holidays. While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. e-mail responses usually receive a response in less than 2 business days. If we receive your e-mail, you will receive a response!

CONTACT US BY STANDARD MAIL:

Please do not send returns directly to Ubi Soft without first contacting a Technical Support Representative. If you need to return a product, review the Replacement policy / Warranty in this manual.

UBI SOFT TIPS LINE

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TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

TO RETURN AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

ADDRESS:

Ubi Soft Replacements
2000 Aerial Center Pkwy, Ste 110
Morrisville, NC 27560
Phone: 919-460-9778
Hours: 9am - 9pm (EST), M-F

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of http://www.ubisoft.com for an updated price list

WARRANTY ADDRESS AND CONTACT INFORMATION:

Email: replacements@ubisoft.com

Please use a traceable delivery method when sending products to Ubi Soft.

Ubi Soft

www.ubisoft.com

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PlayStation ®

LSP light & shadow

The Incredible World of DIC

Ubi Soft

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